

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A method of operating a gaming system, the method comprising:

- (a) causing at least one processor to execute a plurality of instructions to initiate a secondary game at a gaming device, ~~a play of the secondary game being based on at least one outcome of a plurality of plays of a primary game;~~
- (b) at a first point in time, causing the at least one processor to execute the plurality of instructions to determine ~~a first game situation of the secondary game, the first game situation including~~ a first amount of time available for completing the secondary game;
- (c) during the first amount of time available for completing the secondary game, causing the at least one processor to execute the plurality of instructions to:
  - (i) randomly determine, based on a random number generator, a first outcome of a first play of a primary game;
  - (ii) display the randomly determined first outcome of the first play of the primary game;
  - (iii) determine a primary game award associated with the randomly determined first outcome of the first play of the primary game; and
  - (iv) provide any determined primary game award associated with the randomly determined first outcome of the first play of the primary game;
- (d) at a second, subsequent point in time, causing the at least one processor to execute the plurality of instructions to determine, ~~a second game situation of the secondary game, said second game situation being based on the first game situation~~ amount of time available for completing the secondary game and the randomly determined first outcome ~~of the first play of the primary game, the second game~~

situation including a second amount of time available for completing the secondary game, wherein a difference between the first amount of time available for completing the secondary game and the second amount of time available for completing the secondary game is different than an amount of elapsed time between the first point in time and the second point in time; and

(e) ~~when an amount of time available to upon completinge the secondary game reaches a designated amount of time:~~

- (i) causing the at least one processor to execute the plurality of instructions to determine whether to provide any awards for any generated secondary game outcomes; and
- (ii) causing the at least one processor to execute the plurality of instructions to cause the secondary game to end.

Claim 2 (previously presented): The method of Claim 1, wherein the first randomly determined outcome is associated with a reduction of the first amount of time available for completing the secondary game, said reduction of the first amount of time available for completing the secondary game being independent of any amount of time elapsed in the secondary game.

Claim 3 (previously presented): The method of Claim 2, wherein the difference between the first amount of time available for completing the secondary game and the second amount of time available for completing the secondary game is greater than the amount of elapsed time between the first point in time and the second point in time.

Claim 4 (previously presented): The method of Claim 2, wherein the difference between the first amount of time available for completing the secondary game and the second amount of time available for completing the secondary game is equal to the sum of: (i) the amount of time reduced from the first amount of time available for completing the secondary game, and (ii) the amount of elapsed time between the first point in time and the second point in time.

Claim 5 (previously presented): The method of Claim 1, wherein the first amount of time available for completing the secondary game is a first amount of time available for completing a first number of additional plays of the primary game.

Claim 6 (previously presented): The method of Claim 5, wherein the second amount of time available for completing the secondary game is a second amount of time available for completing a second number of additional plays of the primary game.

Claim 7 (previously presented): The method of Claim 6, wherein a difference between the second number of additional plays of the primary game and the first number of additional plays of the primary game is one additional play of the primary game.

Claim 8 (previously presented): The method of Claim 1, wherein the first amount of time available for completing the secondary game is a first amount of time available for a game character to reach a destination in the secondary game.

Claim 9 (previously presented): The method of Claim 1, wherein the first amount of time available for completing the secondary game is a first amount of time available to obtain a target number of game indicia.

Claim 10 (previously presented): The method of Claim 1, wherein determining the first randomly determined outcome includes:

receiving an initiation signal from a player;

causing the at least one processor to execute the plurality of instructions to generate one of a plurality of different random numbers;

causing the at least one processor to execute the plurality of instructions to determine one of a plurality of different outcomes based on the generated random number, the determined outcome being associated with at least one symbol of a set of symbols;

causing the at least one processor to execute the plurality of instructions to cause a set of reels to spin, the set of reels being associated with the set of symbols; and

causing the at least one processor to execute the plurality of instructions to cause the set of reels to stop spinning such that the at least one symbol of the set of symbols that is associated with the determined outcome is displayed to the player.

Claim 11 to 20 (canceled).

Claim 21 (previously presented): The method of Claim 1, wherein a prepayment for the plurality of plays of the primary game is received prior to an initiation of the secondary game, the prepayment being distinct from an addition of credits to a balance of credits available for wagering on the primary game.

Claim 22 to 25 (canceled).